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## **ABSTRACT**

Regions of frame buffer memory are selectively read by a computer graphics system in a bandwidth efficient manor. Attribute data for each pixel is stored in the frame buffer memory array. This attribute data, when decoded, selects which regions of frame buffer memory are required for display of each pixel. Pixels are grouped as tiles. Before each tile is displayed, attribute data is read for that tile, then decoded, and the frame buffer memory is accessed only for those regions that are needed to display the current tile of pixels.